

Rewind: LARPing Past for the Future

project by



Print and Play Live Action Role Playing game scripts

Supported by



Foreword

“Re-wind: LARPing past for the future” is an educational project for youth from Germany, Moldova and Ukraine, that was organized by Chance International in Berlin 6-16.11.2022. The goal of the project was to introduce Live Action Role Play as an educational tool and to guide participants in writing and testing their first scripts. This document is a collection of works, developed during the project. It’s available in English, German, Romanian and Ukrainian languages.

Role-playing is a safe possibility for us to get practical experiences: pretending to be a parent when actually being a child, to saving people’s lives when practicing on a mannequin at medical university.

Each LARP created by participants consists of

- short game description that can be revealed to the future players, also known as brief
- pre-larp workshop to warm-up the participants, introduce safety rules like stop-words or let them practice main game mechanics – what they will actually be doing during the game
- LARP itself, which is to be done by players with a minimum to zero interaction with organizers
- debrief, where participants take off their characters and share their feelings after the game

Some LARPs in this compilation are written according to this structure, and others are more freeform. In some LARPs you can find the authors names, and some decided to stay incognito.

The project is funded under the grant program “MEET UP! Youth for Partnership” by the Remembrance, Responsibility and Future (EVZ) Foundation and the Federal Foreign Office. Key topic of this project is Culture of Remembrance. The games developed at this project were supposed to be used for raising awareness of all the dark legacy of National Socialism in order to make sure that crimes like this are never repeated. But starting from the 24th of February 2022, new crimes and new legacy started to dominate our mundane. At the moment when this document is written, the war is still on. Each participant of the project is affected by it. And the LARPs created at this project are fulfilling new demands, like coping mechanics. To some extent, they all are connected with past events. They are all written in the now with hope for a better future.

When compiling the LARPs in one file, scripts were kept close to their original state. The differences are:

- Font – it’s the same throughout the document, in order to at least partly maintain one visual style for the reader’s convenience.
- Additional phrase in the end of each script regarding the printing materials, because originally it was coming as a separate document meant to be printed.
- Some paragraphs were restructured for improved readability and logical divisions

This publication does not represent the opinion of the EVZ Foundation. The author bears responsibility for any statements contained herein.

Ivan Makarov

“Re-wind: LARPing Past for the Future” trainer

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Safety rules workshop

One of the key features of LARPs is getting into emotional experiences. Sometimes they are great and positive. But sometimes, depending on our barriers, intensity of the game, and many other factors – they can become heavy up to the extent of being disturbing.

LARP, beyond everything else, is a game. The organizers' responsibility is to make it a safe space. Playing a game should never be more important than a player's wellbeing. To make sure that during the game every player has a common understanding of how they can adjust their experience and quitting the game, when feeling even slightly uncomfortable, we'd like to ask you to introduce this safety workshop, if you decide to organize one of the following games.

Cut & break pre-LARP Workshop- 5-10 minutes.

When organizing the workshop, make sure that every participant is present.

“During the game, you will interact with other participants. We all have different boundaries, with regard to touch, personal distance, volume of speaking, triggering topics etc. What is normal for one, may be a “no-no” for the other. And although LARP is a great place to try out new experience, and test your boundaries and limits, We'd like to ensure that you have a safe way to adjust your experience for better playing experience.

For that, we have “Break” and “Cut” rule.

If you feel uncomfortable when interacting with the other person during the game, you can say “Break” and it would be a sign to this person that they should lower the intensity of whatever they are doing with you. It doesn't mean they should stop interaction and go away, just make it less intense.

If during the interaction you start feeling so uncomfortable, that you just want to quit this experience, you can say “Cut”. For the person interacting with you, it will be a signal to stop all the interactions with you and move around, as if this conversation didn't happen, and you never existed. And you are then suggested to leave the playing area of the game or approach the game organizer (or game master, GM) if you want to discuss the situation or just get some emotional support. This mechanics allows you to freely live and also even join the game later on if you feel like it, without being afraid that you will ruin the experience for anybody.

Now, let's practice. I need one person for demonstration.”

When demonstrating, stand in front of the other person, but make sure that every participant could see what you're doing.

“We will do a handshake. A long one. I will ask my partner to gradually intensify the way they are shaking my hand, adding more strength into the grip, or shaking it up and down really hard, almost violent. And then when I will feel uncomfortable, I will say “Break”. And the handshake should become less intense. Then you will switch roles.”

Demonstrate it.

“Thank you for your assistance. The goal of this exercise is to give you a practical experience of saying “break”, in an uncomfortable situation. So when it really happens, you can recall the experience and actually do it. Now, turn to a person standing next to you. And practice it for a couple of minutes. Both partners should try it. Please, remember, it's not a strength-exercise. The goal is to say “Break” when you feel slightly uncomfortable.

If the amount of participants is odd, help the participant without a couple to practice it.

Repeat the same process with Cut, but instead of making handshake less intense, after “Cut” is said, handshake should stop and participants should pull their hands back.

ART: act.react.tell

People don't hear the voice of the Planet. But she tries to warn us about natural disasters. Only artists can hear the planet, but they have no words. There is only art. Dancers have movements, musicians have sounds. Architects have buildings, etc. Their task is to warn people about a natural disaster that will happen. They have to show it using only their art.

The game consists of several parts. Each part contains a natural phenomenon and an art form. The parts are separated by messages from the Planet about the next catastrophe that is about to happen. During each part, music is played that is characteristic of this natural disaster.

Soft, calm music is playing. Artists sit in a circle with their eyes closed

Planet: "Dear artists. You are my voice. Only you can warn people about a natural disaster. It has to happen soon, I feel it. If people understand you, disaster will not happen."

.....

sounds of fire

Planet: "I know there will be a big fire soon. Forests and fields will burn. Not a single plant will remain on the planet. When you open your eyes - you will become dancers with only their body and movements. You can move both independently and in a group. Warn humanity about the fire"

Artists dance in arbitrary forms, depicting fire.

*music stops. artists sit in a circle and close their eyes"

water sounds are on

Planet: "There will be a great flood soon. The whole earth will be covered with water. Humanity will be able to survive only if they start early to build a house that will protect them from water. When you open your eyes, you will be architects. All you will have is the knowledge of how to build a house. I am asking you to warn people."

Artists build a house with their bodies.

*music stops. artists sit in a circle and close their eyes"

the sounds of the city, the noise of cars, exhaust pipes are included

Planet: "I have a feeling that soon there will be a large release of harmful gases into the atmosphere. There will be no more clean air. People will begin to suffocate from the gases. The ozone layer will collapse, it will no longer be able to protect people from the harmful rays of the sun. When you open your eyes, you will become theater actors. But you don't have words, so you can talk about it using whatever you have at hand. Tell the people about the disaster."

The artists have to agree among themselves without words and play a scene depicting the emission of gases into the atmosphere.

*music stops. artists sit in a circle and close their eyes"

hurricane sounds on

Planet: "I feel that soon humanity will suffer from a strong hurricane. Strong wind, rain, falling trees, collapsing buildings... When you open your eyes, you will become musicians

with only sounds. You are surrounded by objects that make different sounds. You can make sounds yourself, but not words. Warn humanity about the hurricane"

Artists use their voice and surrounding objects to create "music" that will resemble a hurricane. Props that will help, we will prepare in advance: sticks, empty plastic bottles, bags, glasses with peas, a metal pan and a spoon, etc.

*music stops. artists sit in a circle and close their eyes"

soft music with birds singing starts

Planet: "I am grateful to you that you were able to convey my words to people. They are no longer threatened by natural disasters and catastrophes. I will live in peace, tranquility and harmony. When you open your eyes, you will become artists who only have paints and paper. You can paint in any color, any form as you feel it. You must together create a picture of peace and tranquility on the Planet, so that humanity is not afraid to live.}

Artists draw a picture of a happy life on the planet with the help of pencils or paints on large paper.

music is turned off. game over

Time for debrief.

How did you feel at that moment? Was it difficult to come to an agreement without words?

...

WORKSHOPS

1) Emotions: showing & guessing

The aim of this workshop is to prepare all the participants for playing the LARP. It helps to set the mood for the game: players will better understand their inner feelings and interact with others more openly.

The participants are divided into two groups. The first one will receive cards with emotions. They need to show happiness and boredom, while the other group at the same time has to guess these emotions.

Then the surprise and fear are shown and the action repeats. The way of playing and expressing emotions is up to participants.

2) Sound game

This game develops the ability of participants to create and identify different sounds. They can use the percussion, which is a method of tapping body parts with fingers, hands. With the help of additional objects such as pencils, cups, spoons and pans, plastic bottles, papers and stones the sound will be created. How does the fire sound? Is the harmony quiet? Is the city noisy? The participants can sing, shout or sound in their own way to show different notions.

3) We are architects

The participants have to combine their ideas and together create buildings due to the tasks. They all are responsible for the building process and to show the power of unity.

The first task is to build a house where an elephant can live.

The second one is to build a house, where mice live.

4) Silence

The rules of this game are very simple and will be clear even to a child. One of the teams thinks of a word or phrase and tells it to the representative of the rivals, who must, with the help of facial expressions, gestures or dances, show his comrades the intended word without making a sound.

CROSSING THE BORDER

LARP designers

Marina Karpovich, Tanja Thaller

Short description

People with different nationalities are on a bus on the way to Latvia from Belarus. They get stopped at the Border Control Check Point and face different difficulties depending on their country of origin. The LARP is based on role-play and improvisation.

Facts

Playing time: 2 hours including workshop. Increase by 5 minutes for every player after the 5th

Number of players: 5-8

Number of organizers: 2. One will have to play a border control officer as a NPC.

Equipment required: Several chairs, pens, all printed material, some clothes that could slightly resemble those of a border control officer.

Space: The room shouldn't be too big and perhaps create the feeling of a border control office. There needs to be the possibility to take participants out of the room for a short time during the LARP.

LARPmood: Everything - tense, fun, reflective, supportive, conflicting

Instructions

INTRODUCTION 2-3 minutes

1. Create a calm atmosphere. Alternatively, ask the participants for silence.
2. Explain the objectives of the LARP:

Thank you for joining us today.

My name is Marina, this is Tanja. We are the designers and organizers of LARP "Crossing the Border". Our LARP is dedicated to the theme of nationalities and migration policy. These are stories of a group of strangers who cross the border between Belarus and Latvia on a November night on the same bus. Each one has a different life story from the other, as well as the reason why they are heading towards Riga, the capital city of Latvia. The LARP will last approximately 50 minutes, during which they will face border control on the Latvian side and get to know their fellow travelers.

Before that time, we offer you to take part in a series of workshops that will help you to prepare for LARP and undergo a transformation into the characters of the story. After LARP, we will also have a short reflection session. In total, all of our activities will take up to two hours, this also takes into account small breaks.

Do you have any questions?

Then I suggest we begin the first, preparatory part with exercises

CHARACTER CHOOSING AND ID CARD WORKSHOP 5-8 minutes

3. Ask participants to choose a role. Tell them to keep it to themselves and not to show it to anyone else:

"We will be taking on different characters from different countries. We have prepared several options for you. Feel free to reflect on which of these roles you would like to take on for the LARP today, and then please choose one".

4. Invite them to sit down on the benches if they want to and to read carefully what is on their role card.

5. Now ask participants to take one of the ID cards and fill it out. Provide them with pens and time. 3-5 minutes

WALKING WORKSHOP 5-8 minutes

6. Now ask them to begin to get into the role while walking through the area. To help, read out some of the following questions and give them time to try it out.

- How does your character walk?
- How does your character go to an important meeting?
- How does your character greet others? - and please walk around trying to greet others!
- How does your character say no? - Try saying no to others when you meet them!

STEP FORWARD WORKSHOP 15 minutes

7. Explain:

We will now do “take a step forward” to further reflect on your character. Please form a line, like a starting line, in silence.”

8. As soon as they have formed the line, tell the participants:

“We are going to read out a list of situations or events. Every time that you can answer “yes” to the statement, you should take a step forward. Otherwise, you should stay where they are and not move”.

9. Read out the situations one at a time. Pause for a while between each statement to allow people time to step forward and to look around to take note of their positions relative to each other.

Situations:

- You have never encountered any serious financial difficulty.
- You feel your language, religion and culture are respected in the society where you live
- You feel that you can express your opinion on social and political issues without bad consequences.
- You are not afraid of being stopped by the police.
- You have never felt discriminated against because of your origin.
- You can go away on holiday once a year.
- You have an interesting life, and you are positive about your future.
- You can vote in national and local elections.
- You are free to use any site on the Internet without fear of censorship.
- You have never experienced discrimination when crossing borders.

10. At the end, invite everyone to take note of their final positions:

“Now have a look where you are and where the others are. Can you share with us where your character is from?”

BREAK 10 minutes

11: Explain:

“Now we take a break. You can use this break to do everything you need to, so you can be free and fully engaged during the LARP. Now is your last chance to go to the bathroom, answer messages etc. We will meet again in 10 minutes upstairs, when Marina will explain the rules of the LARP. And then we will begin”

LARP 50 minutes

EXPLANATION

We start when all people enter the border control office.

1. Let people discover the place and interact.
2. Officer enters:

Labdien! I need to check your passports. To do this faster, I want you to line up in a queue. The ones who have EU passports and don't need a visa, please first! Then

the ones who don't have EU passports and don't need a visa. Then the ones without Schengen passports, but for short term travels. And then all visa people. Be fast!! I don't have much time.

3. Officer checks and makes suspicious remarks, such as “aha, that’s problematic. We’ll see later”, and also asks “Name? What’s your job? When are you leaving? Do you have your visa? Where do you work? Do you have all the documents?” etc., and also takes notes.
4. Officer: “Ok. You will have to wait now. Maybe you are lucky this time. Maybe it will only be two hours.”
5. Wait. Let them play.
6. Many minutes later, the Officer enters again with papers. Here, you can choose to let all people fill out the forms or only specific people, for example the people from the USA, Pakistan, Belarus, and Afghanistan.
“Here. Fill these out. You have to fill these out correctly. If not, you can’t go back on the bus. Understood?”
7. Officer gives papers and pens but not enough pens, and then leaves.
8. Officer comes again and takes papers:
“Ok, now you wait. Usually you don’t have to wait more than a couple of hours.”
If you want to, you can force a person to fill out the form again. Find a problem, such as the way they answered the question about being vaccinated against covid, and let them fill out the form as many times as you’d like to.
9. At some point the officer comes in and takes out the person from Belarus, then explains to that person outside that they are conducting an extra search, asking about visa, about motivation, about criminal record, about family relations etc.
For this, you can choose to stay in character, or ask the person to close their eyes and imagine the scenario, or have a recording of the interrogation you can give them.
10. The person from Belarus can come back in. The person from Afghanistan is taken out. Same procedure. You can choose to take as many people out as you want to.
11. Last Task, approximately some 10 -15 minutes before the end of the LARP.
Dilemma: Officer:
“You have a problem. The bus driver gave you an option. The person from Belarus and from Afghanistan have to stay longer, maybe one hour, maybe more. We need some extra checks. Bus driver gave you the choice, if you want to, you can go without them now. Or you can all wait together until they are done. There is another bus coming in the evening or tomorrow. Maybe they can ask to join one of those buses. Come to my office when you have decided.”
12. Officer leaves again and waits for their answer.

THE END OF THE ACTIVE LARP

REFLECTION / DEBRIEF 5-8 minutes

To end the experience, ask participants to slowly leave their role. Give them enough time, do so. Also, let participants have a short break to use the *bathroom etc. before starting the reflection. Encourage them to ‘shake it off’:*

“Now we want to leave our roles. If you want to, you can shake, jump, and do whatever you need to get back to yourself. After you have left your role, please sit down in a circle.”

To reflect on the experience, you can use the following questions:

How do you feel now?

How do you feel about your role/passport/your nationality?

How was your communication with other characters?

What do you think about the design of the LARP?

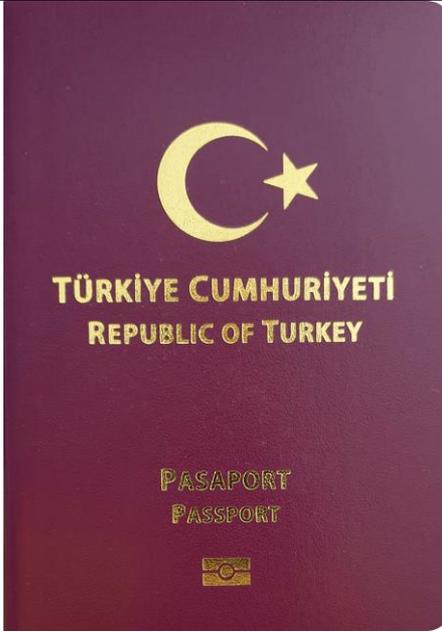
References

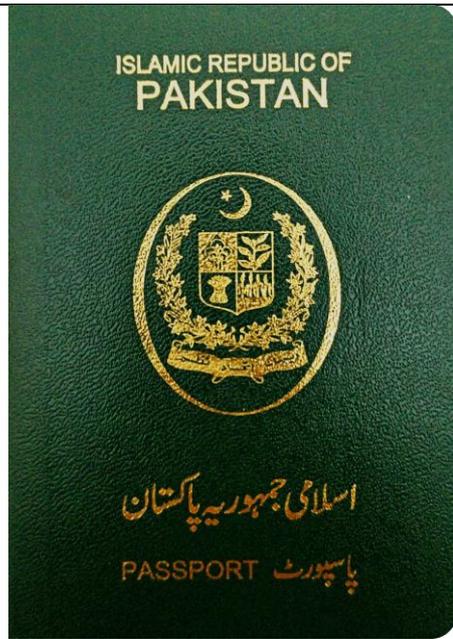
We took information from and were inspired by:

<https://www.passportindex.org/>

Compass - Manual for Human Rights Education with Young People (2nd edition updated in 2020) (2021)

Next page contains materials that is supposed to be printed and given out to the participants according to the game's logics

 <p>LATVIJAS REPUBLIKA</p> <p>NEPILSONA PASE</p>	<p>LATVIA (NON-CITIZEN; NEPILSONA)</p> <p><i>Nationality:</i> You do not have a Nationality because you are one of the 10% non-citizens of Latvia. You identify as either Russian, Belarusian, Polish, Ukrainian, or Lithuanian because either you or your parents belong to that community.</p> <p><i>Passport:</i> You have the Latvian stateless-person passport. This passport allows you to travel within certain countries, but you do not have the same rights as Latvian citizens. <i>Visa requirements:</i> You were allowed to enter Belarus visa-free for 30 days. You are allowed to return to Latvia without a visa.</p> <p><i>Reason for traveling:</i> You went to Belarus, perhaps to reconnect with friends or your roots. Now you are returning to Latvia, where you live.</p> <p><i>Additional character descriptions and offered action:</i> Due to the current political situation, you do not want to speak in Russian and try to hide any links if you have any.</p>
 <p>TÜRKİYE CUMHURİYETİ REPUBLIC OF TURKEY</p> <p>PASAPORT PASSPORT</p>	<p><i>Nationality:</i> Turkish</p> <p><i>Passport:</i> Republic of Turkey</p> <p><i>Visa requirements:</i> you have visa free/30 days status in Belarus, but for entering Latvia visa is required</p> <p><i>Reason for crossing the border:</i> working Latvian visa</p> <p><i>Additional character descriptions and offered action:</i> This is your first crossing experience and the second country other than Turkey and Belarus you've been to in your life. During the LARP to be sure to capture the moments of your journey on camera and share with your friends on Instagram.</p>



Nationality:
Pakistan

Passport:
Islamic Republic of Pakistan

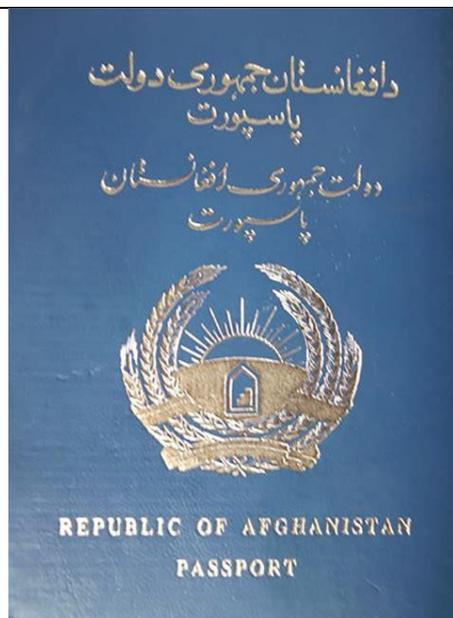
Visa requirements: visa is required to stay in Belarus and Latvia

Reason for crossing the border:

You study at a Latvian university and have a residence permit there. You had to travel to Minsk to visit your country's embassy there for some documentation reasons.

Additional character description:

Islamic Republic of Pakistan is a country in South Asia. It is the country with a population of almost 243 million people, and has the world's second-largest Muslim population, just behind Indonesia. Muslims pray five times a day and have time to pray while crossing the Latvian border. During the LARP, you would like to find a place to do this.



Nationality:

Theoretically, you are Afghan and identify as Hazara. However, due to the continuous discrimination and persecution of Hazara in Afghanistan, your parents left the country. You were born in Iran but never received an Iranian passport or nationality as Iran does not allow you to have one. Due to the dangerous situation, you left Iran to apply for asylum in Greece. After a long period of waiting, you received your 3-year residence permit (ADET) and 1951 Convention Travel Document.

Passport:

You have the 1951 Convention Travel Document with which you can temporarily visit other countries. However, you still have to apply for a visa when visiting most countries. You have the tourist visa, but actually you are hoping to find a way to stay with your family long-term.

Visa requirements:

You are allowed to enter Latvia with a visa.

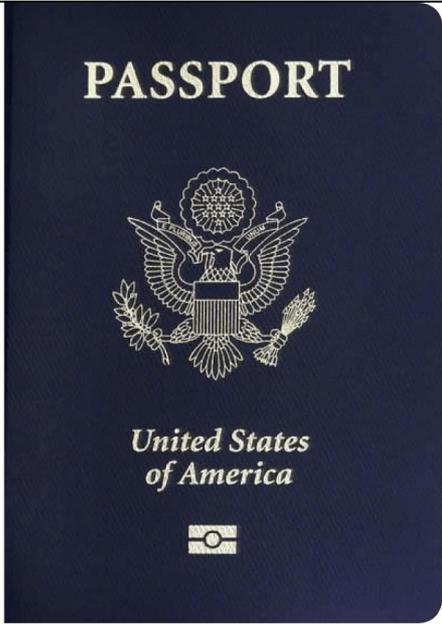
Reason for traveling:

You want to visit your family members who received their asylum in Latvia and are hoping for a family reunion.

Additional character descriptions and offered action:

You have not seen your family in a rather long time and are excited but nervous to meet them. Currently, you are thinking about your plans for the future. You have experience with difficult and terrifying border crossings. This time, your sim card is not working in the new country. During the LARP, try to find someone who can help you call your family to inform them of your situation. If the border control finds out that you are not intending on coming back, you will not be allowed to enter Latvia.





Nationality:

United States Citizen

Passport: passport of the United States of America

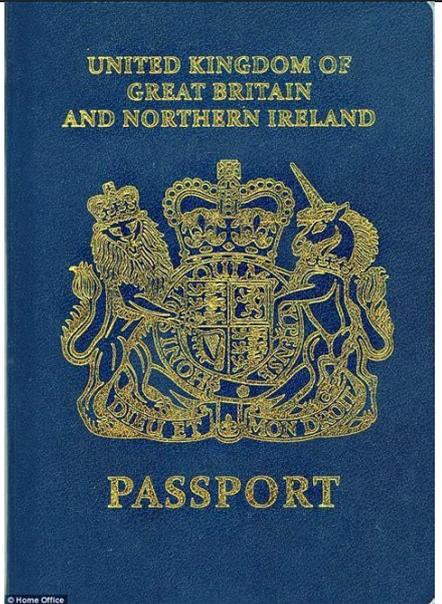
Visa requirements: you have visa free/30 days status in Belarus and 90 days in Latvia

Reason for crossing the border:

Latvia is a transit to get to Norway for a conference. You were in Belarus for leisure.

Additional character descriptions and offered action:

Digital nomad uses hitchhiking to travel through Eastern Europe, and now you're heading to a work game conference and to Norway. Because of the lack of flight connections between Belarus and the European Union, you are forced to spend the night at the border control. Usually you don't have difficulties on the borders, but after spending 7 hours on the Belarusian side, you worry about being on time for the conference.



Nationality:

Citizen of the United Kingdom (England or Wales or Scotland, or Northern Ireland)

Passport:

You have a UK passport issued in the UK.

Visa requirements:

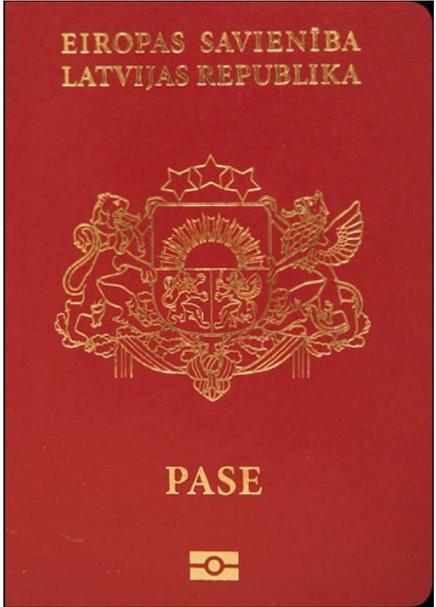
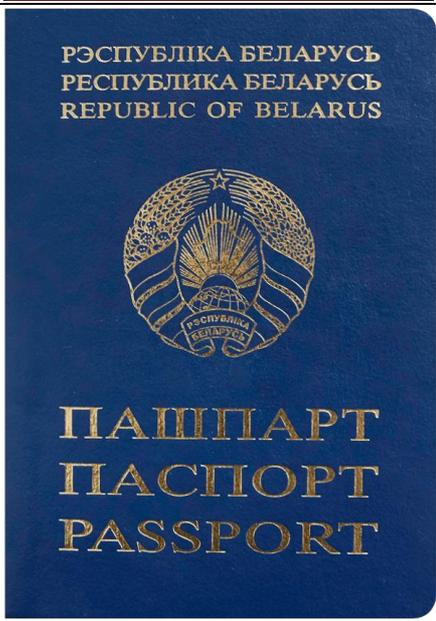
You were allowed to enter Belarus visa-free for 30 days. You are allowed to enter Latvia without a visa for 90 days. Due to Brexit, laws concerning visa permits have been frequently changing the last couple of years. Therefore, you often encounter confusion at borders and sometimes need to prove that you are intending on leaving the country of visit within the allowed time frame.

Reason for traveling:

You went to Belarus as a reporter. Now you are traveling to Latvia to catch the cheap direct flight from Riga to London

Additional character descriptions and offered action:

You are under time pressure because you do not want to miss your flight. As a reporter on current political issues, you are usually interested in other people's stories and like asking questions. During this LARP, you want to focus on time as much as possible and see if you can find another captivating story.

	<p><i>Nationality:</i> Latvian</p> <p><i>Passport:</i> You have a Latvian passport issued by Latvia.</p> <p><i>Visa requirements:</i> You were allowed to enter Belarus visa-free for 30 days. You are allowed to enter Latvia without a visa. Usually you do not encounter any difficulties at this border.</p> <p><i>Reason for traveling:</i> You went to Belarus on holiday or perhaps to visit friends. Now you are returning to Latvia, your place of residence.</p> <p><i>Additional character descriptions and offered action:</i> You are in a hurry because you have work meetings to attend as soon as you arrive. Be aware of that!</p>
	<p><i>Nationality:</i> Belarusian</p> <p><i>Passport:</i> Republic of Belarus</p> <p><i>Visa requirements:</i> You are allowed to enter Latvia only with visa</p> <p><i>Reason for crossing the border:</i> You have a humanitarian type of visa and are heading to a new country hoping to start life up again. You want to restart your life due to a number of events taking place in the country in 2020 and the presidential election, resulting in a large number of people being detained in connection with mass protests. You've been arrested, served several months in detention and lost your job.</p> <p><i>Additional character descriptions:</i> Because of your background, you constantly feel someone's gaze on you. You also don't deny that the people around you can use the information you say against you. Therefore, during the LARP, you need to be careful in your use of spoken words.</p>

IDENTIFICATION CARD		
Name		
Age		
Country, nationality		
Family status		
Languages		
Profession		
Reason to cross Latvian border		
Smoker	yes	no

IDENTIFICATION CARD		
Name		
Age		
Country, nationality		
Family status		
Languages		
Profession		
Reason to cross Latvian border		
Smoker	yes	no

Ask for a bottle of water

Find someone to smoke with

Get period product from someone else

Start to do some sport or stretching

You are really nervous and need support from other

You are cold but do not have enough clothes, maybe someone else has something?

You have a headache, perhaps someone can have a pill

You have been sweating due to the long journey and feel uncomfortable. Can you find a solution?

Ask participants to play a game (countries/cities, rock/paper/scissors...)

Give a high five to the person next to you

FORM TO BE FILLED OUT IN CLEAR WRITING USING A BLUE PEN
SAŅEMŠANAI NEPIECIEŠAMIE DOKUMENTI

Derīgs ceļošanas dokuments Aizpildīta un parakstīta vīzas pieteikuma anketa.

Derīgas ceļojuma medicīniskās apdrošināšanas polises kopija.

Maksājums vai dokuments, kas apliecina vīzas nodevas apmaksu.

Dokumenti, kas apliecina, ka pieteicēja rīcībā ir pietiekami daudz iztikas līdzekļu gan paredzētās uzturēšanās laikam, gan lai atgrieztos izcelsmes vai dzīvesvietas valstī. Informācija par pieteicēja nodomu atstāt daļbvalsts teritoriju pirms pieteiktās vīzas derīguma termiņa beigām:

Name: Surname: Additional Names:

Date of birth: Place of Birth:

Sex: Identified sex if other:

Nationality:

Passport number: Passport valid until:

Entering Latvia via: Bus Car other, specify:

Number of bus or number plate of car on which you enter:

Date of entry into Latvia:

Date of planned departure from Latvia if you are not a citizen or resident of Latvia:

Reason for entry into Latvia (if work, name of company):

Place of stay in Latvia (address, hotel, etc.):

Places visited within the last 20 days (complete list):

Type of visa (if applicable):

Visa application number (if applicable):

Any symptoms of covid currently experienced:

Date and number of vaccinations against covid:

Recovery from Covid:

Do you have an entry in your criminal record?

Are you associated with any political organizations outside of Latvia? If yes, specify:

Date and Signature:

META-virus camp

Participants min-max: 4 – 24

Timing (min):

Pre-larp: 30-40 min

LARP: 1,5-2 hour

Debrief: 20 min

Total: 2,5 hours

Before the players arrive:

- Chairs for 4 groups of people
- Prepare cards of the LARP

When the players have arrived

META-virus comes to the world, all people are in panic. The president gave the message that in 1 month (4 weeks, the problem will be solved). People come to the camp for rest, and right now they need to stay in the camp a little per 4 weeks. Participants understand that they can't leave this place, because in the other way they will be died, because outside is dangerous. Firstly, they understand that food is not enough for all, as result, they should survive for continue. They find their places and everyone gets their roles in the LARP. Firstly, they need to negotiate with each other to make some dish which will be ok for everyone. But how we understand one team will survival every day and at the beginning of the game (first week), one team will have no food and can die without outside help.

Pre-game workshop

- *Number game*
The workshop is aimed at creating a space for competition, developing intuition and identifying people by status. Each of you will have a number that will correspond to your status. But you do not know your number, so you have to analyze what your status is, depending on the reactions of other participants. Finally, you have to create a column where you will be placed on the status scale.
- *Triangle, circle, square*
The workshop aims to create a space for discussion and debate. You have to choose one shape: either triangle, circle or square. And convince your partner that your shape is better than theirs in 3 minutes. At the end of the game, we will summarize which shape will be better.
- *Your Majesty, it's not my fault, it's ...*
The workshop is aimed at creating a common story, building it up on the information received from other players. You all are going to be subjects to the Queen. Today the Queen got up in a really bad mood and wants to blame someone for that. So she blames the person who stands to her right ("It's because of your awful yesterday's dinner, chef!"). That person answers "Your Majesty, it's not my fault, it's ..." and blames the next person and so on. The last person in the circle blames the Queen.

Running the LARP

- People will be divided into 4 groups: Bud, Oda, Hertz, Chub. Each team, in order to survive, needs to convince other teams to give them food for a week. To do this, the team will be given 8 characteristic cards, which they must use as arguments to get food. There will be 4 rounds, respectively 4 weeks, each round the team chooses only 2 characteristics, one card cannot be chosen twice.

- When the team has chosen 2 characteristics, it explains each card as an argument to get food. After each team presents their cards, the voting will start for the team that will not receive food this week. The next round will follow.

After the LARP

We will hold a reflection in a common circle, each person should say one word that describes his emotions at the moment, and invite participants to share their thoughts and emotions after LARP.

Next page contains materials that is supposed to be printed and given out to the participants according to the game's logics

BUDU:

1. Young women, 18-23 years old.
2. One pregnant woman.
3. We have a strong health.
4. We are afraid to get lost in the forest.
5. We own a voice recorder.
6. We have a map.
7. One of us recently won a lottery.
8. Hobby: gardening.

ODA:

1. Seniors, age 60+
2. One of us is a doctor of chemistry.
3. We have cardiological diseases.
4. We are afraid to get sick with the virus.
5. We own a revolver with one bullet.
6. We know the location of the car.
7. One of us used to go hiking often.
8. Hobby: fishing.

HERTZ:

1. Family, 35-40 years old.
2. One of us is a radio presenter.
3. One of us has tuberculosis.
4. We have no fears.
5. We own an incubator with a set of eggs.
6. We have a dog.
7. We are a criminal authority from Sicily.
8. Hobby: hypnosis.

CHUB:

1. Men, aged 25-30 years old
2. One of us is a stripper.
3. One of us is blind.
4. Afraid to communicate with women.
5. We own a baseball bat.
6. We know how to light a fire.
7. One of us is a war veteran.
8. Hobby: graffiti.

Mythological spirits

Participants min-max: 4- 6

Timing (min):

Pre-larp: _30__

LARP: _1,5_

Debrief: _20_

Total: 2,20

Before the players arrive:

- Prepare chairs, table and papers with information about characters
- Put a divination ball in the middle of the table
- Prepare at least one costume element for each character

When the players have arrived

- The Mystical Spirits game is designed for people to learn more about Ukrainian culture, imagine themselves in the role of a character, and think about solving global problems of humanity.
- In this game, people have to feel
 - Creativity
 - Communication
 - Demonstrate teamwork skills
 - Determination in decision-making
 - Observance of emotions suitable for the character

Pre-game workshop

- Imagine and try to transform into the given characters.

1. Read and discuss all the cards with the characters

2. Imagine yourself as each of the heroes in turn and walk like this hero, speak with the voice of this hero, laugh like this hero.

Running the LARP

- The presenter verbally immerses them in a fairy-tale atmosphere, where all participants become characters of Ukrainian folklore. The presenter can also be in character.
- Participants receive a sheet with information about Ukrainian mystical heroes, each must choose a character that he will portray during the game.
The presenter gives time for all participants to read the description of dishonesty and choose a character.
Next, the participants are given a piece of paper with the relationship between characters, which should accompany their character during the game. Participants do not have to voice information from this paper.

Each hero must express a plan to solve the problem. The goal of the game is to find the best (funniest and wittiest) plan. The winner will be chosen by a vote of all heroes. In case of an equal distribution of votes, preference is given to the plan chosen by the judges.

Situation 1:

Ukrainians gathered on the Shchekavytsia mountain on the holiday of Kolyada and invoked evil spirits with a request to stop the war in Ukraine. The heroes of the game have to agree among themselves who and how can help in solving the problem, based on the characters and character traits given to them.

* the expression of violence and cruelty that can lead to the death of people is not allowed in the game.

Situation 2:

The island of Barbados is in danger. Due to global warming, it can be washed off the face of the earth by the ocean. The inhabitants of the island refuse to evacuate to the mainland and have called upon the evil to help them survive on the island.

After the LARP

-

We gather in one group, ask about the feeling after the LARP and which character you liked the most

Next page contains materials that is supposed to be printed and given out to the participants according to the game's logics

Vii

Vii has long, heavy eyelashes or eyelids that he can't lift on his own, so he's usually blind. When his servants lift them with pitchforks or hooks out of evil power, Vii kills whoever he looks at, his gaze can destroy the house.

Angie

The gift of sorcery passed to her since ancient times from her ancestors. She had no idea about her abilities for a long time until it was time to defend her lands. Now the witch wanders the forest and brews potions, divines and casts curses on the enemies of her glorious family. A beautiful, withdrawn woman with black or red hair, green eyes, and many layers of clothing. She will leave your mother without children, your father will be appeased with death, your wife will be dried up with shame.

Ghoul

A wizard cast a spell on an ordinary boy in ancient times. Now he remains a werewolf, for no longer than seven years, and only if the wizard dies – he remains so forever. The werewolf protects his territories and hunts enemies, so that there would be peace and security in his lands forever. Able to turn into wolf and hunt the enemy. A man with a wolf's head covered with fur, his behind legs arching forward, but not in an animal way, has a human shadow.

Devil

The traditional image of the devil is a humanoid hairy creature with horns and animal legs, usually goat's. Devils could kidnap unbaptized or cursed children by their parents to replace them with a changeling, an ugly, greedy and screaming creature. They were also capable of seducing women, and they gave birth to ugly children, ghouls, from devils. With the devils, however, it is possible to make a deal, and they insidiously punish those who do not fulfill it.

Dryad

Dead unbaptized children and drowned girls become dryads. They lure men with their beauty and steal their souls. Dryads always stick together and know exactly how to have fun. They have lot of tricks up their sleeves for land defense, but their distant mermaid sisters will help keep their defenses afloat, making hem nearly invincible. Will tickle the enemy to death, will drive him crazy in the dance. Green-haired girl; an attractive maiden. There is no shadow and no back, and therefore all the entrails are visible.

The battered

Wandering little souls wrapped in sadness and naivety. They can fly, like birds. They chase murderers in dreams and in waking life. Two babies were born into this world and had beautiful families. Mothers protected their children, but death took their unbaptized souls. Now they have no peace. So they "ask" to be given a name.

PLANET + EXCHANGE

LARPdesigners

Vasylyna Beniakh; Anastasia Vişnevschi; Sofiiia Kaluhina

Short description

Beings from different planets/realms etc. getting together at a party VR simulation of Earth. Come trade your personal traits with others and find more about different worlds. The LARP is based on improvisation.

Facts

Playing time: 3-4 hours including workshop.

Number of players: 6+

Number of organizers: 2-3

Equipment required: The things that are being played, simple sound system, computer with Spotify, simple lighting equipment, face painting, some material for props (optional: you can bring your own costume/props)

LARPmood: joyful

Game world description:

There was once the planet Earth, but an unknown disease happened and all of its inhabitants had to move away to different planets/universes and realms. Because of the evolution on separate and unique planets, they evolved into completely different beings.

After a lot of years passed, earthians invented new technology that allowed ambassadors from different universes to meet in virtual reality place in form of virtual avatars and have their long-awaited reunion.

This event is dedicated for rebuilding the contact for former earthians. At this party you will be able to communicate with your former planet expats and find out what's different about them and trade your specific appearance features with them.

Unfortunately, this new technology requires a lot of resources so they have limited time for interaction: just 1h, after the party end you will be teleported back to your planet.

This is a verbal improvisation with trading.

Metatechnics:

- Secret motivation or create their own motivation.

Every character will have a secret motivation about why are they here?, some example, but feel free to use or add your own)

1. You want to invite more people to visit and live your planet
2. You want to change completely your personality
3. You want to make new connections to help your planet (you choose the problem)
4. You want to share your culture and make new friends
5. You want to convince everyone that your race is the purest race, and you are the most authentic LARPian
6. You want to get as much love and appreciation as possible (love coins)

Before the LARP

- Print all the characters for reference

- Make sure you have organized:
 - A sheet of paper with a question that participants will have to answer about their characters
 - Party lights,
 - some music (for example: sofafm - space music)
 - arrange the place like (chill zone, dancing zone, the bar)
 - Pieces of paper with actions related to giving and receiving characteristics (like, you just receive characteristics when you make a connection)
 - Appreciation coins, that every participant will have (small tokens, of your choosing)
 - Stick notes; glue, paper
 - Face painting; some material for the costumes (optional)
- Prepare the play area - divide it in 4 zones:

Bar zone

The purpose: showcase how you eat and drink

Logistics: chairs, paper with bar sign, cups, some imaginary food from paper; paper with bar sign

Dance zone

The purpose: to showcase how you dance on your planet, or you not dance, you decide

Logistics: music, lights, paper with dance sign

Performance zone

The purpose: to showcase a traditional entertainments(maybe on your planet you just do poetry slams, or just standups, or you just stand)

Logistics: light, a scene, microphones; paper with performance sign

Chill zone:

The purpose: to showcase how you rest/chill on your planet

Logistics: mattress, and some blankets (pillows); paper with chill sign

When the players have arrived

- Introduction of the game (what is to come)
- Safety rules (safe words (cut and break))

Pregame workshop

- Creating your character workshop

Participants will have 6 pre-written characteristics (3 appearance and 3 inner + 2 additional feature) also they can choose if they want to change it or just keep them

(like long legs, horns, 20 hands, a tail, big/small gravity, tentacles, etc.) on a piece of paper (that they will use to exchange, and embody before and after exchanging)

Tips: to get people into their characters, ask them to write a small story about them, about their daily life on their planet etc.

- Draw your character (we will take a photo), and decupate it (every feature is decupated apart, so it will be easier to exchange it during the game)
- The theater machine game

Somebody starts as a machine part doing some repetitive action and making noise and others join making a whole machine (spaceship; computer; solar system) it's recommended to make sounds.

- Walking game,

Try to embody the character you just created (imagine you walk like the character you created on your planet but in different states (you are old, you are drunk, you are happy etc.)

- Runway

Imagine you walk as your character on a runway, everyone is standing on the sides and cheers for the character that is walking and showing off how they walk and perform on their planet

- Timer for meditation (around 5 - 10 min)

And now you are falling asleep on your planet, imagine how you look, feel your hands if you have hands, feel your body, is it light? Is it heavy? How are you feeling? Are you happy, sad, bored, excited?

When the music starts, you are slowly waking up as the avatar of your character at the virtual reality party.

Running the LARP

- Input sound which starts the game, there is music, a party setting, characters are slowly waking up as their avatar of their character at the virtual reality party (the game master is the host of the party, the GM is like a robot host, who welcomes the participants)
- The gm presents the characters into the party, like hello this is the name, from the name planet and then the GM is a barman, he is the host
- If people want a cocktail, they can buy the juice from the cocktail, and we will serve them at the bar (optional for the LARP for public)
- The game begins when the music starts and participants enter the virtual reality party, and ends when the GM (the host, stops the music, and thanks all the participants for coming to this party)
- At the last 15 min of the game, there will be a battery low sound (or it can be windows sound shouting down or smth else, feel free to choose what makes you more comfortable) that will announce to participants that the game is coming to an end.
- And in the end the same sound from the beginning will announce the ending of the game, and all participants are disconnecting

After the larp

Organize a short debrief. Make a round of questions:

- What was your role in the game?
- How did you feel when you were giving someone a characteristic of yours and receive something else?

THE TEMPLE

LARPdesigners: Anastasia Babanina, Victoria Schebetun, Mariam Babai

Short description

The goal of this LARP is to feel gratitude through deeply understanding of how many people contribute to our daily lives. Experience how to be a mindful monk during tea ceremony, to feel the Temple vibe. The participants will try several roles of those who make this tea happened.

Facts

Duration: 1.5 hours including workshops.

Number of players: 4-18

Number of organizers: 2-3

Equipment required: The things for tasks (depends on the tasks that you will choose), simple sound system, computer with Spotify, tea, cups, thermos with tea, candles, blankets.

Type of location: cozy room.

Workload: easy.

Larp mood: gratitude, awareness, calmness.

Before the larp

- Prepare the tea
- Make sure you have organized:
 - Simple disguises for the players
 - Costumes (this might be the players' responsibility, or the organizers', or a little of both. Communicate your decision clearly to the players well in advance.)
- Prepare the play area.

On location

- Welcome the players
- Introduce the game concept and the rules

WORKSHOPS

1. *Snow balls workshop*

For this you need pieces of paper. They must be crushed and turned into a "snow ball". Everyone stands in a circle and receives one ball each. The task at the expense of "one, two, three" toss the ball. You have to catch the ball of the neighbor on the left and throw

your ball to the neighbor on the right at the same time. Do not let the ball fall. Try until the time you achieve the goal.

2. ***What I'm grateful for***

Sit in the circle, take a comfortable pose, close the eyes and remember 1 thing in your life you are grateful for. How do you feel? Concentrate on the feelings in the body (1 min).

3. ***The way I can express gratitude***

How much we can be grateful to our loved ones, friends, family.

Gently open your eyes and let's explore this feeling together and how can we express it to the other person.

For this practice, players need to make couples (turn to person next to you).

4 rounds of expressing gratitude (30 sec each):

The first member in a couple is a contributor, another one is a recipient. In the other round they switch the roles.

- first member in the couple express gratefulness with their eyes
- second member express gratefulness with hugs
- first member express gratefulness (pet another one)
- second member express gratefulness with head /hand massage

Feel free to come up with even more additional ways to greet or thank each other! There are still a lot of them!

Optional: Now, when we have a couple, and we try on gratitude for 5 minutes or more, invite the participants to interact in such a rhythm with each other, use adjacent practices or come up with their own.

Break

10-15 minutes

Reminders right before the LARP starts

- We have monks and workers. Each person have opportunity to play several characters
- We have 5 scenes: they move from one to another and between gratitude session and conscious tea drinking as monks
- Each scene lasts for 3 min
- The work should be done, and some people need to do it, but at least one person has to stay and enjoy tea
- monks can talk and also put on blankets (like kimono), other scenes: workers keep silence
- gong turns workers back to monks and after hearing it players go back to circle and enjoy your tea
- safety rules
- toilet breaks (if you need to go to the restroom, just do it as your character would do)

WORKFLOW OF THE LARP

1. Welcome to our temple

Take off: participants sit in a circle, close eyes and in silence mentally transport to a Temple. On this stage, participants turn into monks in The Temple during tea ceremony (take on blankets, drink some tea). Game Master explain the metaphor of cup of tea (cup – a metaphor of us as container, tea – everything that fills us).

2. Enjoying first cup of tea ceremony (consciously with all senses)

Let's explore how this tea got to our table and how many people participated in this process.

3. *1st task*

First step of making tea is fertilizer of land. For this job many years ago, people danced to call upon a rain. Right now, we have the opportunity to feel how it is to be shamans: participants need to stand up and in silence each person makes up a unique sound using only their body, f.e. a clap. After everyone made it up, participants make a dance which consists of those sounds (one after another)

4. Gong – session of gratefulness

Monks thank workers in any way they want

5. Workers turn back into monks and enjoying the next cup of tea (consciously with all senses)

6. *2^d task*

After the trees are raised, we need to collect and sort leaves. To demonstrate and experience this work, participants sort yellow and green peas.

7. Gong – session of gratefulness

8. Workers turn back into monks and enjoying the next cup of tea (consciously with all senses)

9. *3^d task*

Our tea is not ready yet. The next step of making our tea is to dry leaves. Participants stand in an unusual pose and hold it for 3 min.

10. Gong – session of gratefulness

11. Workers turn back into monks and enjoying the next cup of tea (consciously with all senses)

12. *4th task*

Now the product itself is ready, but nobody knows about it. On this step, participants as the “marketing team” do branding of the package – logo painting.

13. Gong – session of gratefulness

14. Workers turn back into monks and enjoying the next cup of tea (consciously with all senses)

15. 5th task*

The final step – delivery. Participants need to hold a cup full of water on an outstretched hand and go by line.

16. Gong – session of gratefulness

17. Workers turn back into monks and enjoying the next cup of tea (consciously with all senses). Think about the way of the tea, how many people really involve in this simple process, compare the feeling from the first and the last cup of tea.

18. Closing up of the tea ceremony, leaving roles.

After the LARP

Organize a short debrief. Make a sharing:

- How do you feel now?
- Tell us about a moment in the LARP you'd like to share.
- What was the LARP about for you? In one or two words.
- How did you feel during giving and receiving gratitude?
- What is the difference between the first and the last cup of tea: did you feel more gratitude now?

Be available for players who need to talk.

Additional

Link to the playlist on Spotify

<https://open.spotify.com/track/1MUZnNlpLot0OxQ6Y1VUx9?si=954adc7da47d44a6>

<https://open.spotify.com/track/3rKgV7RhUUQaeajCZh94z8?si=41f8a5d7849444ea>

Imaginarium

DISCLAIMER: One of this LARPs themes is alcohol and state of mind related with its consumption. When inviting people to play this LARP, we strongly suggest setting an age barrier for this game according to the policy of your country in regard to alcohol.

LARPdesigners

Yelyzaveta Kekkonen, Andrii Lozheshnikov

Short description

Nearest future. People are using a modern technology to control their dreams. This technology allows falling asleep in machine called "Imaginarium" and order the dream you want. You can communicate, learn, travel and experience whatever you want in your dream. Best engineers work to provide 24-hours support system to the machine and make sure that you will have the best dream in your life.

But this time something went wrong. There was a bug in the global level, which led to a huge problem for all clients, who enjoyed their time in the machine. You ended up stuck in some other people's dream worlds. These worlds can be unpleasant or strange, but you have no choice, but to stay there for a while. Moreover, you need to pretend to be a part of every particular world, otherwise you can accidentally damage the "Imaginarium" machine even more. The only way for you to reach your "perfect world" is to go through the path of "bugged worlds" and stay alive. If you die there, you never wake up.

Facts

Playing time: 2.5 hours

Number of players: 4-8

Number of organizers: 3

Equipment required: PC, speaker, table, chairs, paper, pens, tape, headphones, scarf, printer, scissors, blankets (min 6)

LARPMood: adventures, creative, improvisation.

Game description:

Pre-larp activities

1 Introduction of the game 2 minutes

Nearest future. People are using a modern technology to control their dreams. This technology allows falling asleep in machine called "Imaginarium" and order the dream you want. You can communicate, learn, travel and experience whatever you want in your dream. Best engineers work to provide 24-hours support system to the machine and make sure that you will have the best dream in your life.

2 Finger game (ice-breaker) 5 minutes

People should show the same amount of fingers (1-5) with closed eyes at the same time. After each round, the facilitator counts aloud the number of fingers of each participant till they show the same.

3 Explanation how traveling between worlds works 8 minutes

Countdown <https://youtu.be/FLbLAX75ZaA> for traveling between dreams

Alarm <https://youtu.be/iNpXCzaWW1s> for waking up in new world

Space sound https://youtu.be/dv_BeLpfY4Y for entering the new world

The ticking of the clock https://youtu.be/2O7eU9_XCCE means that you have only 30 seconds in this world

4 Meta technic how to talk to us 1 minute

If a participant wants to speak to GM, they can pretend like they call to the engineers on Imaginarium, and GM comes and answers all questions.

5 Dancing with different styles 5 minutes <https://youtu.be/p-rSdt0aFuw>

6 Machine, that creates smth. 5 minutes

Dreams (happy, nightmare, perfect)

Music machine (pop, jazz, rock)

7 \Walking in different styles. Full of energy, tired, drunk 3 minutes

8 Your majesty, it is not my fault 10 minutes

9 Characters creation (using special form) 5 minutes

10 Presentation 3 minutes

11 Special characteristic (they choose blindly) 2 minutes (you can find it in the printout)

12 Finale break 10 minutes

13 Repeating the rules 3 minutes

Larp

1 Presentation advertising

hello and welcome to our Imaginarium machine where your dreams come true.

Have you even imagined that your life could be completely different? No?

Allow me to present you the new future technology. We call it Imaginarium.

With this machine, you can travel in different worlds and be anyone. Conquer galaxies with your own fleet, be a powerful wizard, or return in past and become powerful queen (mother of dragon) in your kingdom, dive into wealthiest and palace plots

are you ready? we start right now

Participants fall asleep and wake up, the hologram of engineer (GM) from Imaginarium machine appears and tells them the following information.

2. I am so sorry, but there was some bug in Imaginarium and now the machine is broken. Unfortunately, you are stuck in the machine till we will fix it. During this time, you will be transferring between different worlds. We kindly ask you to pretend to be the part of every particular world and respect the rules of these worlds. If anybody declassifies you, it can cause even more serious troubles with the machine. If you die in these worlds, you can die in real life. Please, stick to each other and support each other for your own safety

Now I will tell you about the first world. It is the world of middle century. you are in the ball.

we are happy to see honorable people here in our castle. queens and kings come together this night to celebrate the victory of our kingdom.

Scotland will attack to Germany. Germany is very small and should find alliance for protection of their territory

Check 10 minutes

Music <https://youtu.be/u3UVOjiorHE>
<https://youtu.be/dKNPRcfrv5c>
<https://youtu.be/eKTnO9fOcE8>

3 greetings dear participants. now you are appearing in a world where people every time on alcohol effects

(acting like alcoholics)

but now you are here in Space X company. we will prepare you for a flight to Mars. these challenges will be related to your abilities mental, physical, and emotional. functionality and you need to show us the best results

physical testing

- Spin
- Touching to nose
- Walking toward the line

logic

- Why the shuttle hatches are round ?
- When an alien captures a shuttle, what will you do ?
- Tongue twisters
- How do you survive on Mars?

Check 10 minutes

Music <https://youtu.be/u3UVOjiorHE>

4 Greetings boys and girls. you appear in the magic-fertile world, but problem is that an evil wizard stole senses from you.

Also in this world he hides the keys from the next level. you need to find and gather them together to perform your own fairy tale and if the wizard will love your story he allows you to go further (all participants should be included in this activity)

Every participant should lose 1 of senses (they choose blindly) (you can find it in the printout)

Check 10 minutes

Music <https://youtu.be/VyZiluMufTA>
<https://youtu.be/L0MK7qz13bU>
<https://youtu.be/k85mRPqvMbE>
<https://youtu.be/LnSYihRoGA4>

5 Howdy partners now you appear in a world where people communicate through drama theater music. when people communicate, they should act like in the stage.

now your task will be to present your own product to your investor, who will give you money for your idea. select only one object in this world and present

Participants should communicate with each other with dancing and singing. they should find the object in the room, come up with a creative way of the presentation and present it all together to the game master.

Check 10 minutes

Music https://youtu.be/mX2L_IVSkOY

6 Hello students of our magic academy. now we stand in Hogwarts Castle. today you have a lesson on transfiguration and Defense against the Dark Arts,

professor speech

1 spell Vingardium leviossa

2 now task will be to transform yourself into some mythological or any animal creature in our world

3 with your magic wand you need to practice against Bogart and finally, it will be a training duel between participants.

Check 10 minutes

Music

https://youtu.be/UuPb1J_RCJM

<https://youtu.be/yB-c85V8Zsg>

<https://youtu.be/GBX70bqJpXo>

7 Dear dream travelers, we have great news for you. Finally, we fixed our machine. Now you are free to go home, sorry for this situation. or also you can stay and experience your perfect dream for free. what would you like to choose?

Next page contains materials that is supposed to be printed and given out to the participants according to the game's logics

You always need to have a last word in conversations.

When somebody touches you, you suddenly want to drink alcohol.

When someone finishes the sentence with a verb, you want to answer with a rhyme.

- When it is a minute till transition to a new world, you really want to tell a stupid anecdote.

- When you hear your name, suddenly you want to sing.

When the person on the right from you tells something, sometimes you want to answer with a phrase like "When I was young...", "In my time...", "When I was your age...".

- When the person on the left side suggests an idea, you always say "What an interesting idea" or "It is really good idea".

- You ask every question at least 3 times before you really understand the answer.

You always suggest strange ideas with confidence that it is genius.

You really like to use phrase "We all are going to die" or "Anyway we will die".

Your vision was stolen by the wizard.

Your hearing was stolen by the wizard.

Your arms were stolen by the wizard.

Your legs were stolen by the wizard.

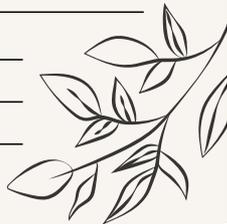
Your emotions were stolen by the wizard.

Your voice was stolen by the wizard.



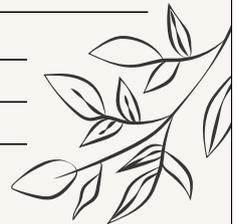
CREATE YOUR PERFECT WORLD

- Name _____
- Age _____
- Gender _____
- Occupation _____
- Plot for the dream



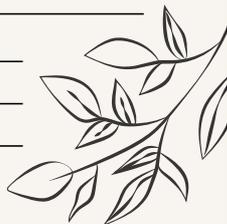
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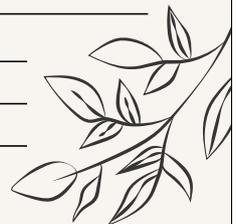
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The Yard

LARPdesigners

Anastasiia Komendantova, Alona Sherbakova, Sofiia Kalashnikova, Anastasiia Kok

Short description

Childhood friends meet each other in the same garden in front of their houses when they are kids and when they are seniors.

Facts

Playing time: 1.5 hours including workshop.

Number of players: from 6 to unlimited

Number of organizers: 1 up to 4

Equipment required: The things that will be used to create the yard (like chairs, blankets), papers, pencils for workshops, simple sound system, chairs for beds.

Larp mood: Nostalgic-inspiring

Your description:

Workshop:

1. Organizers says that participants will go back when they were small kids. They will receive a piece of paper and they should draw their ideal happy childhood. (They have 5 minutes). After 5 minutes organizers ask everyone to find them a pair and tell about what they have drawn, what they feel.

Time: 5 minutes

2. Participants are divided into several teams. Each team has a task to revise any game from the childhood and play it.

Time: 5 minutes

3. Players should imagine themselves in their old age (retirement) and tell their partner (not the same from the first game) how it looks like. Players should answer the questions. Where are you? What do you have? Are you happy?

Time: 2 minutes

4. Participants are divided into several teams again. Each team has a task to imagine and play a game that is played by retired people.

Time: 5 minutes

5. Organizers ask players to sit on the chairs. Each chair is a bed. While sleeping, organizers ask some questions and give an instruction: "Close your eyes, feel how old you are. Think about how you walk, how you feel? What do you do during the day?" After a signal word "Morning", players should wake up and physically represent themselves in old ages regarding what they have imagined while sleeping. They can interact with other participants.

Time: 5 minutes

6. Before starting the Larp, players divide the room into two parts with a tape. Participants set up one side as a yard by themselves, using whatever they want and have in the room. This will be their play zone. The second side has chairs and blankets. This symbolizes their home, their beds. The organizer asks players to "lay in bed", close their eyes and listen to the instructions.

Instruction (is announced by the GM – Game Master/organizer):

GM: “You are the kids having the ideal childhood. You are going to bed with a dream to wake up in the morning and go to the yard in front of your house. There will be many other kids whom you meet there every day to play and have fun. This yard is a place of friendship and safety. When you hear the voice telling you “Good morning!” you will wake up and enter the yard as a kid. But when you hear the voice telling you “Time to go to bed!”, you should say goodbye to your friends and get back to your bed on another side. “

Pause for 30 seconds.

GM: “Good morning!”

Music: <https://www.youtube.com/watch?v=9up4WLRyYdYM>

Time: 10 minutes

GM: “Time to go to bed!”

Participants go back into their beds. After they “got to bed”, GM gives the second part of instructions.

GM: “In this yard, you spent your whole life alone with your friends. You shared achievements and losses, you saw how each of you create families, become parents and now – grandparents. You met each other almost every day, observing how you all are getting old. Laying in this bed, you dream again how you will wake up in the morning and meet again in the yard. When you hear the voice telling you “Good morning!” you will wake up and enter the yard as the same member of this community, but being old. But when you hear the voice telling you “Time to go to bed!”, you should say goodbye to your friends and get back to your bed on another side. “

30 second pause

GM: “Good morning!”

Music: <https://www.youtube.com/watch?v=9up4WLRyYdYM>

Time: 10 minutes

GM: “Time to go to bed!”

Participants go back into their beds. After they “got to bed”, GM gives the third part of instructions.

GM: “You fall asleep in your beds again after the day. How do you feel? What did you like about this day? Was there anything unpleasant? When you hear the words 'Good morning!', you wake up as LARP’s participants”.

30 second pause

GM: "Good morning!"

Participants wake up. The game is over. Evaluation and reflection.